Riordan Dervin Alfredo

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Education

FEB 2017 - Current	**Bachelor of Software Engineering (Honours)**	*Monash University, Australia*

Programming Coursework: Advanced Web Design, Software Engineering Architecture, Algorithm & Data Structure, Operating System.

OCT 2015 - NOV 2016	**Diploma of Engineering (Engineering)**	*Monash College, Australia*

Employment

DEC 2018 - Current   **Software Engineer**   *Tentatech Indonesia LLC., (remote work)*

Project: Enterprise Resource Planning system that optimize online shops' sellers sales.
- Work collaboratively with current developer team that use SVN as version control.
- Focus on front-end development of the system.
- Design system architecture & conduct tests to ensure the quality of system.
- *Leveraged Skills:* Overall communication, UI and UX design, software architecture design, and web application programming skills.

NOV 2018 - JAN 2019   **Researcher**   *Faculty of IT Monash University, Australia*

Summer research scholarship holder of 'Vulnerability Analysis of Hybrid Android Apps'.
- Worked closely with supervisors to discuss the topic.
- Wrote a short article about discussion of the topic.
- *Leveraged Skills:* Research skills and oral-writing communication.

Software Projects

Personal Website: www.rioalfredo.com (for additional information and projects)

OPCircle Enterprise Resource Planning System (2018 - current): -
- Implement software engineering practices: Agile methodology, testing, documentations, design patterns.
- Refactor current system to meet standard requirements in planned documents.
- Proven skills in remote communication and development of full-stack PHP system.

Monash University FIT Honours Research Manager Web Application (2018): -
- Led the full year project, consists of 22 people that is provided by university as one of the compulsory subject.
- Implemented OpenUp Waterfall methodology, RESTful API, Docker, Node.JS, and Git tools.
- Leveraged leadership, communication, and software technologies implementation skills.

Employees Rostering Application (2018): -
- Implemented SCRUM Agile methodology to manage development process.
- Developed Java Spring application that is complemented with Bootstrap as the front-end framework.

Switch Puzzle Game (2017): https://switch-pttp.firebaseapp.com/
- Developed prototype of simple web application puzzle game, which is written in HTML5, CSS, and JavaScript.
- Created & designed puzzle algorithm which was written in Python language.

Kimply Colour Game (2015 - 2016): https://play.google.com/store/apps/details?id=com.kimplycolor.game
- Developed android application that was converted from web application using Adobe PhoneGap.
- Managed to publish application in Google Play Store in early of 2016.
- Proven skills in developing web application using HTML5, CSS3, and JavaScript.

Skills

Software : (proficient): HTML5, CSS3, JavaScript, Python, Git;(familiar):Java, React, C, C++, Bootstrap, PHP, WordPress.
Methodologies & Technologies : SCRUM Agile, OpenUp Waterfall, MVC pattern, RESTful API, SOAP, Docker, CI.
Operating Systems: Windows, Linux, MacOS.

Referees will be available on request.